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THE RESCUERS DOWN UNDER
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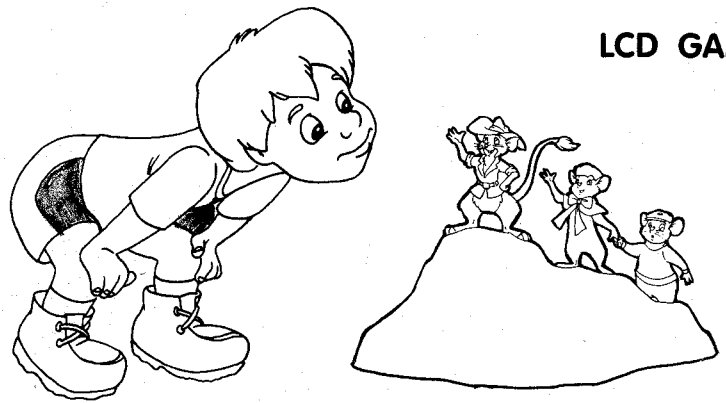
ELECTRONIC

Disney's

MODEL 7-883

THE RESCUERS DOWN UNDER

LCD GAME

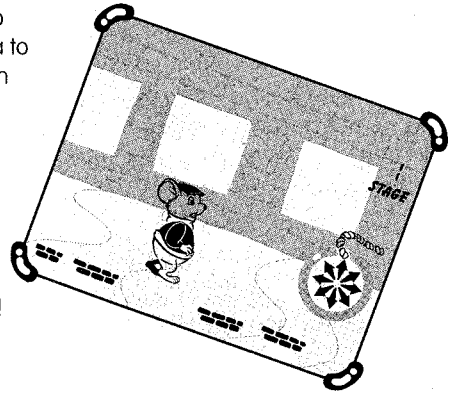


There is a great adventure going on in the faraway land of Australia. Wouldn't you like to come along? Press the ON/START button to join the fun!

Cody is a wonderful boy who lives in Australia. His best friends are the animals who live with him in the Australian Outback. One day, he saved a beautiful eagle named Marahute from the trap of an evil poacher named Percival McLeach. This made McLeach and his sidekick a Goanna lizard named Joanna quite angry. So they made Cody their prisoner!

The Rescue Aid Society sent their two best mice, Bernard and Miss Bianca to rescue Cody. They met an Australian kangaroo mouse named Jake, and together the three of them went in search of Cody.

As we begin stage 1, there's plenty of trouble! McLeach and Joanna have not only captured Cody – but they have Miss Bianca and Jake too!



You and Bernard must start the rescuing!
Press ON/START again to start playing from stage 1!

LEARN ALL THE RIGHT MOVES!

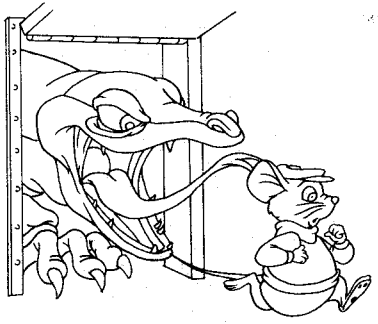
Press the MOVE/SWIM button to have Bernard run or swim forward!

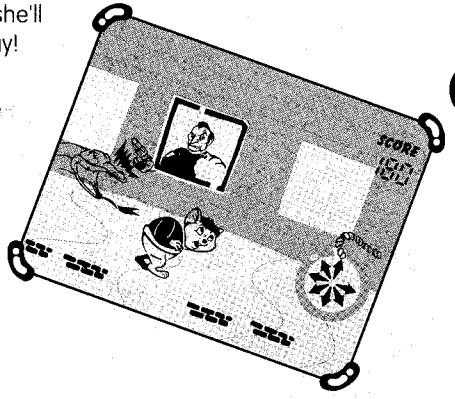
Press the DODGE button to have Bernard dodge away from attack!

Press the UP/JUMP button for two reasons:
To have Bernard stand up again after he dodges an attack, and
To have Bernard jump up if he's already standing!

STAGE 1:
You 're pressing the MOVE/SWIM button to help Bernard locate Jake and Miss Bianca!

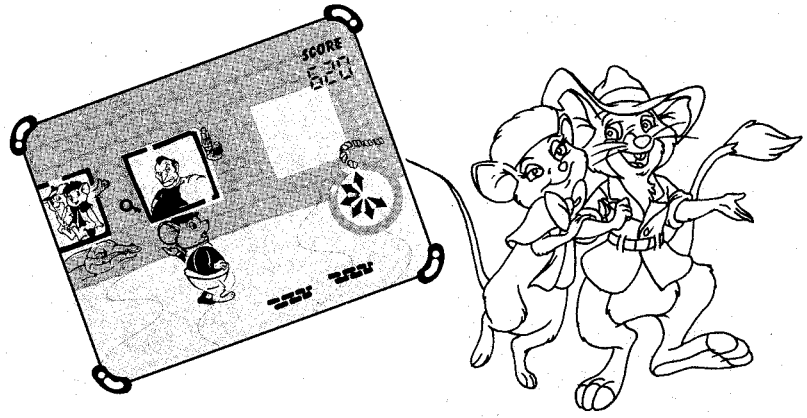
Oh-oh! Watch out for McLeach and his pet Joanna, the goanna lizard!
Press the DODGE button to avoid them!
If you're too late in dodging McLeach, he'll hit you over the head, forcing you to delay! But if you dodge him in time, he'll knock Joanna on the head instead and you'll score 100 points!
If you're too late in dodging Joanna, she'll take a nip at you,causing furthur delay!





As you run along the path, you will come to a cage holding Jake and Miss Bianca! When Miss Bianca sticks her paw out of the cage, press the RESCUE button !!!

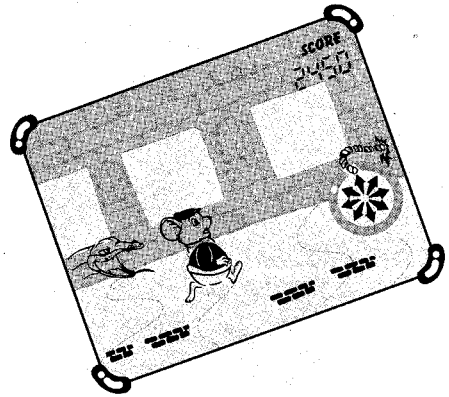
Bernard will then throw keys to the prisoners! You score 150 points each time you successfully throw them the keys!

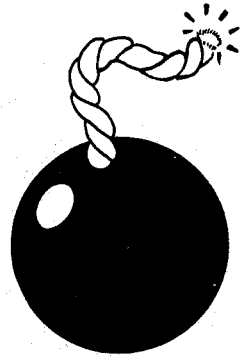


TIME BOMB!!!

There's a time bomb ticking away on each stage! Avoid attacks and perform as many rescues as you can before the time bomb explodes ending each stage! When a stage ends, you'll hear a "stage ending" melody. Just press the ON/START button to begin the next stage!

After stage 1 ends, move on to stage 2 by pressing ON/START!





STAGE 2:

You're pressing the MOVE/SWIM button to have Bernard move forward again. But this time, he's swimming!!!

Where there's water, there're crocodiles!! Watch out for them!

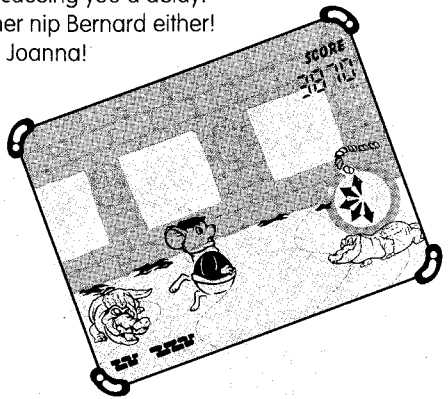
Press the JUMP button when they try to attack Bernard!

If you're fast enough to escape, the two crocodiles will bump into each other, and you'll score 50 points each time!

If you're too slow, they'll nip Bernard, causing you a delay!

Watch out for Joanna, too! Don't let her nip Bernard either!

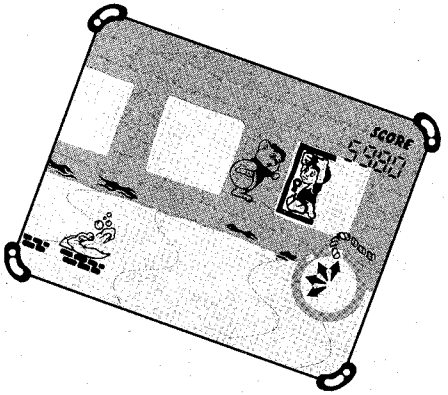
Press either JUMP or DODGE to avoid Joanna!



As you swim, you will see Cody in the cage!

Press the RESCUE button to rescue Cody. You'll score 150 points for each successful rescue!

Score as many points as you can before time runs out on the stage!

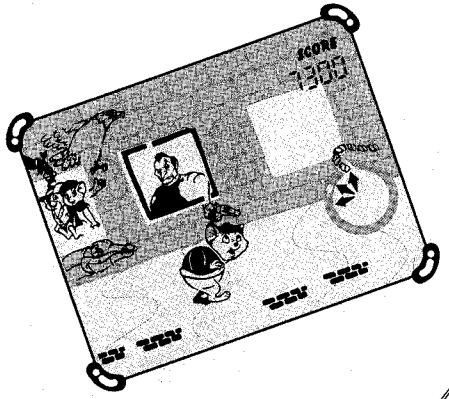


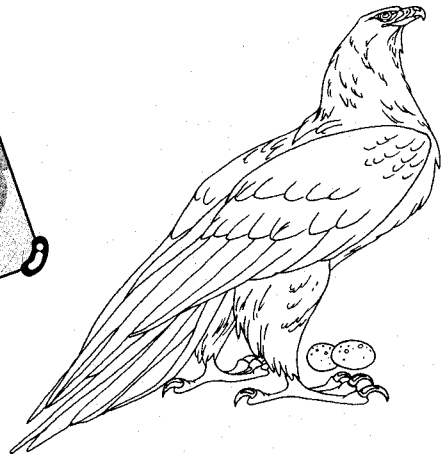
STAGE 3:

Press ON/START to begin stage 3. You're controlling Bernard on land again! Do your best to avoid attacks – and when Jake and Miss Bianca appear in the cage, press RESCUE to throw them the keys!

But there's more! Marahute the eagle will appear! Wait until Marahute is right above Jake and Miss Bianca, and then press the RESCUE button! Now Marahute will save them – and you'll score another 150 points!

Score as many points as you can before time runs out on the stage!





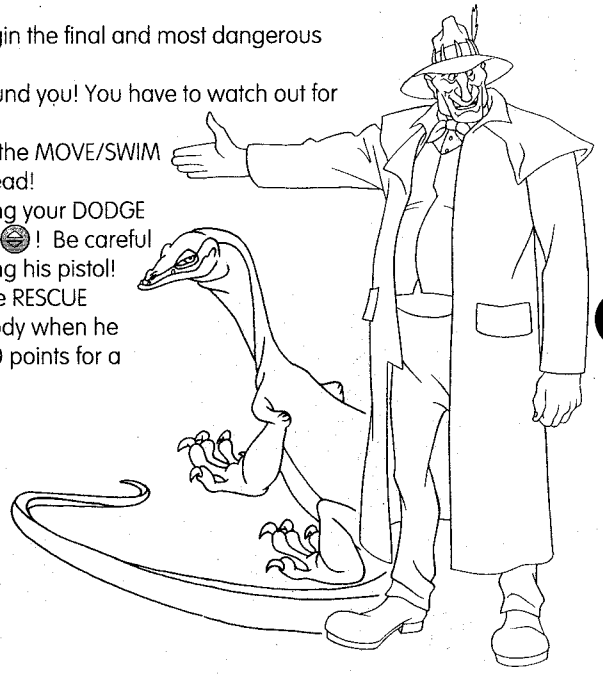
STAGE 4:

Press ON/START to begin the final and most dangerous stage!

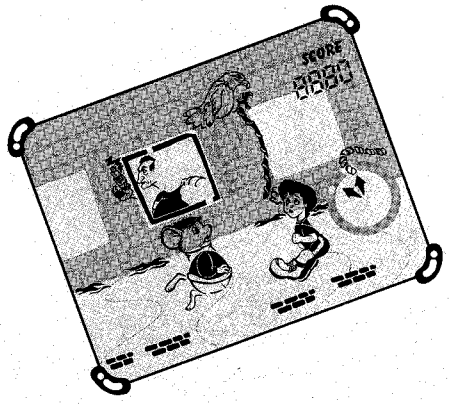
There's danger all around you! You have to watch out for McLeach, Joanna, and crocodiles! Press the MOVE/SWIM button to move ahead!

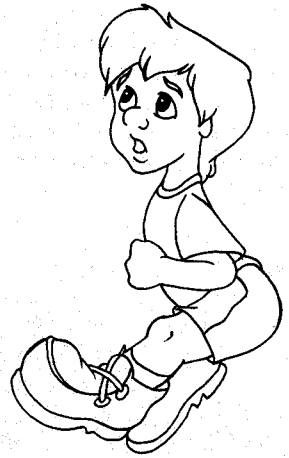
Avoid an attack by using your DODGE and UP/JUMP buttons! Be careful —McLeach is also firing his pistol!

Remember to press the RESCUE button to rescue Cody when he appears and score 150 points for a rescue!!!



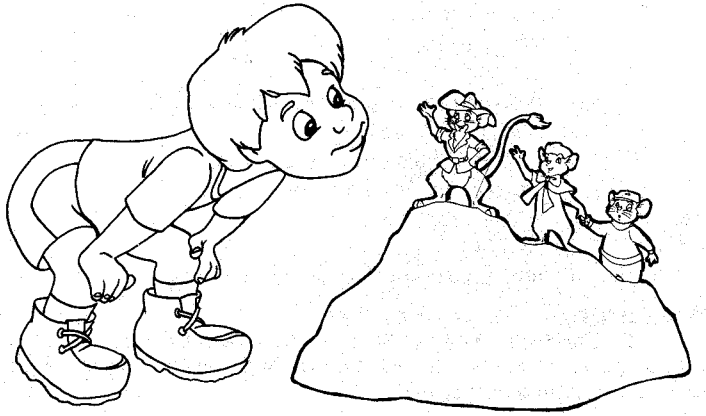
After you rescue him, you and Cody will fall into the water!
But don't worry! Your best friend, Marahute will soon appear!
Wait for Marahute to fly right above Cody, then press the RESCUE button again!
Marahute will drop a rope and save him! You score 150 points for this kind of rescue! When Marahute saves Cody, this is the final and greatest rescue! You win the game!

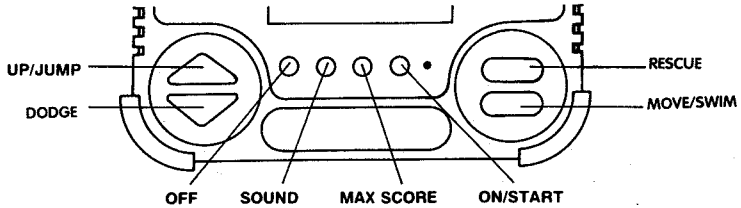




If you ever wish to play in silence, press the SOUND button to turn off the sound. Press it again to regain the sounds of Australia!
If you want to check your score, press MAX SCORE any time between stages!
Press the OFF button to shut off the game. Press ON/START to begin a new game after you complete stage 4 if you want to keep playing!
Thanks for helping Bernard and Marahute save their friends!

THE END



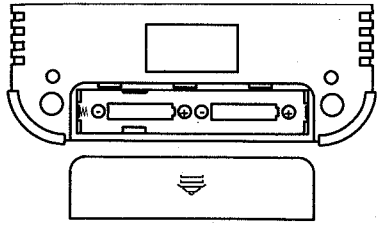


CONTROL GUIDE

ON/START	--To turn on the unit. To start the game. To begin each stage.
MAX SCORE	--To examine the maximum score between stages.
SOUND	--To control sound: on or off.
OFF	--To turn off the game.
RESCUE	--To throw keys to Jake and Miss Bianca in cage.
	--To reach Cody in the cage.
	--To have Marahute drop rescue rope.
MOVE/SWIM	--To run forward. To swim forward.
DODGE	--To dodge attack.
UP/JUMP	--To stand up again after a dodge.
	--To jump up if Bernard is already standing.

SPECIAL FEATURES:

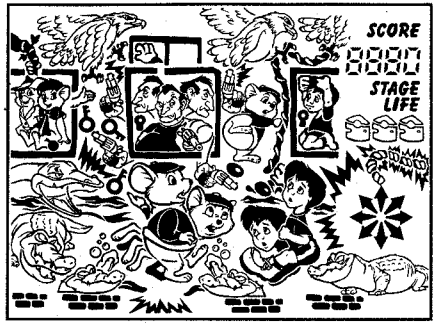
- Maximum score retained • Built-in melody • Sound on/off control
- Built-in auto power-off timer (game shuts itself off after about 3 minutes of non-use)
- Timer to control length of each stage



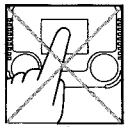
INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)
Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.
Do not use rechargeable batteries.

After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.

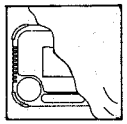


High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft, dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out,DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:
TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

90 - DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway. Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELEC TRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it wa purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
2) Carefully print on the box or carton the following name and address
TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.
Also, don't forget to show your return address.
3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US$12.00 payment for the repair service.